

GAME

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SPECIAL

# Players<sup>TM</sup>

CES VIDEOGAME AND COMPUTER GAME GUIDE

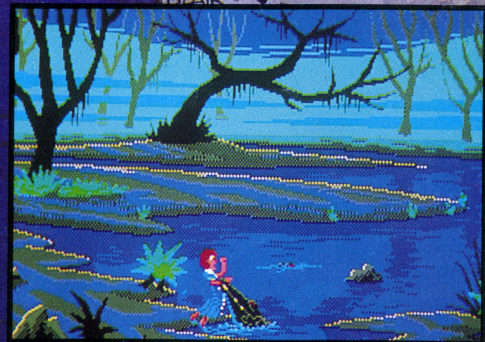
The LATEST ELECTRONIC GAMES  
From The LEADING ENTERTAINMENT  
COMPANIES At **CES!**

NINJA GAIDEN II  
BRUCE LEE LIVES  
CARDINAL  
OF THE KREMLIN  
ELECTROCOP

EMPIRE II  
MISSION  
IMPOSSIBLE  
POPULOUS  
TRIVIAL PURSUIT  
ULTIMA VI



PHANTASY STAR II



THE COLONEL'S BEQUEST

FIRST ANNUAL  
GAME  
**Players<sup>TM</sup>**  
AWARDS



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TM



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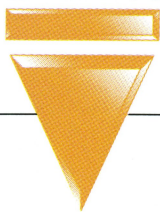
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This guide is a compilation of companies exhibiting new videogames, computer games, and related products at the Winter Consumer Electronics Show. Note that some companies are showing their products in meeting rooms or hotel suites rather than on the show floor, and advance appointments may be required.

(Every effort has been made to insure this list is as complete as possible, but if you know of a company that was omitted, please contact *Game Player's*.)

**ABSOLUTE ENTERTAINMENT** (Nintendo booth, 6032-6054): *A Boy & His Blob* takes you on an adventure deep beneath the boy's home city and on Blobolonia. You use the Blob's ability to transform (by eating different kinds of jellybeans) to save the day.



*A Boy & His Blob* - Absolute Entertainment

**ACCESS SOFTWARE** (Hospitality suite TBA): The RealSound process will be featured, with games including *Mean Streets*, a futuristic interactive detective game with stunning graphics, for IBM compatibles and the C-64; *Echelon*, a combination of space flight simulation and adventure, for the C-64, Apple II, and IBM compatibles; and *Heavy Metal*, which includes battle scenarios featuring the latest in fighting vehicles, for IBM compatibles and the C-64. In addition, a new game, *Crime Wave*, will be introduced for IBM compatibles.

**ACCLAIM ENTERTAINMENT** (Nintendo booth, 6032-6054): Several titles for the NES will be shown, including *Double Dragon II: The Revenge*, a sequel to the earlier adventure of Billy and Jimmy Lee; *Cybernoid*, which puts you in space at the controls of the ultimate fighting machine; *BigFoot* and *Knight Rider*, games that give you a turn behind the wheel of, respectively, a monstrous 4x4 truck or state-of-the-art supercar. Of special interest is *Narc*, Acclaim's Nintendo version of the popular arcade game, complete with revolutionary digitized graphics. Two new titles for the Game Boy system will be *Kwirk*, which makes you the ultimate "chilled tomato" in a crazy conglomeration of tunnels and mazes, and *Fortress of Fear: Wizards and Warriors X*, a desperate confrontation with the forces of evil based on the popular NES game *Wizards and Warriors*. In addition to the games, Acclaim will be demonstrating the Double Player Wireless Head-to-Head System which includes rapid-fire turbo and slow motion options.

**ACCOLADE** (booth 6011): Titles include *Day of the Viper*, which features a multi-tasking, on-screen control panel and realtime

combat in a battle to rescue a vital defense installation seized by a robot army, for the Amiga, Atari ST, and IBM compatibles; *Heat Wave: Offshore Superboat Racing*, a simulation of an entire powerboat racing season, for IBM compatibles; *The Duel: Test Drive II*, with head-to-head road racing in either a Porsche 959 or a Ferrari F40, coming soon for the Macintosh; and two as-yet-untitled games — a river combat simulation, and a combat simulation with multiple aircraft, both for Tandy and IBM compatibles.

**ACTIVISION** (Riviera booth 7126 and the Nintendo booth 6032-6054): *F-14 Tomcat* provides aerial thrills from the Navy's top fighter, for IBM compatibles; *Power Drift* is an exciting driving simulation derived from the popular Sega arcade game, for IBM compatibles; *Ghostbusters II* and *Die Hard*, based on the hit movies, and *Graveyardage*, a clever, offbeat football simulation, will be released for the Commodore 64/128, and, in the case of *Ghostbusters II*, for the Amiga, as well. For the Game Boy, Activision is introducing *Malibu Beach Volleyball*.

**AD LIB** (7618 Riviera Ballroom): A newly improved *Visual Composer II*, featuring easier time signature handling and the ability to "paste in" set rhythms, will be demonstrated. Also being shown is the *Visual Composer Staff Notation Print Utility* which converts the Ad Lib system notation into standard staff notation. New games that are compatible with the Ad Lib board will be demonstrated, such as *Leisure Suit Larry III* (Sierra), *Indiana Jones and the Last Crusade: The Graphic Adventure* (Lucasfilm), and *M1 Tank Platoon* (MicroProse). Compatible games from other companies, including Dynamix, Accolade, Mindscape, Electronic Arts, and Kyodai, will also be demonstrated.

**AMERICAN SAMMY** (Nintendo booth, 6032-6054): Titles for the NES include *Michael Andretti's World GP*, a Formula One racing simulation endorsed by Mario's talented son; *Arkista's Ring*, with 125 levels of thrills, excitement, and adventure; *Silkworm*, an adaptation of the popular arcade game, with two-player interaction; and *Twin Cobra*, which puts you at the controls of the ultimate 'copter in non-stop action.

**AMERICAN TECHNOS** (Nintendo booth, 6032-6054): *River City Ransom* for the NES will be featured in which Alex and Ryan, the game's heroes, battle to free once-peaceful River City from subjugation by a mighty drug boss and his gangs of thugs.

**ASMIK CORPORATION** (Nintendo booth, 6032-6054): *Top Players' Tennis* lets you play singles or doubles in world class competition as yourself, Ivan Lendl, or Chris Evert against another player or against the computer. *Cosmic Epsilon* takes you into action on eight different worlds, as a robot or a jet; *Wurm* puts you in the middle of an adventure in the mazes of a mysterious underworld. For the Game Boy, *Boomer's Adventure in Asmik World* presents a tough challenge for even the most expert gamers.

**ATARI CORPORATION** (Hospitality suite at the Mirage): Atari's main focus will be on its new Lynx hand-held color game system. Recently introduced games include *Electrocop*, an action-adventure full of tricks, traps, and vicious androids; *Blue Lightning*, a ride in the cockpit of the world's fastest jet fighter, battling intense enemy fire; *The Gates of Zendocon*, a science fiction adventure with loads of hostile aliens; and *California Games*, an adaptation of the popular computer title which provides four different games, such as surfing, skateboarding, foot bagging, and BMX bike racing, on one cartridge.





GAME  
**Player's**™  
FIRST ANNUAL VIDEOGAME  
AND PC GAME AWARDS

PC GAME AWARDS

**PC GAME OF THE YEAR**  
SIM CITY — MAXIS SOFTWARE

**BEST PC SPORTS GAME**  
LAKERS VERSUS CELTICS — ELECTRONIC ARTS

**BEST PC STRATEGY GAME**  
PIPE DREAM — LUCASFILM GAMES

**BEST PC MILITARY STRATEGY GAME**  
FIRE BRIGADE — PANTHER GAMES

**BEST PC FLIGHT SIMULATOR**  
F-19 STEALTH FIGHTER — MICROPROSE

**BEST PC NON-FLIGHT SIMULATOR**  
THE DUEL: TEST DRIVE II — ACCOLADE

**BEST PC FANTASY ROLE-PLAYING GAME**  
THE MAGIC CANDLE — MINDCRAFT

**BEST PC ADVENTURE ROLE-PLAYING GAME**  
SPACE QUEST III — SIERRA ON-LINE

**BEST PC SCIENCE FICTION GAME**  
STAR SAGA: TWO — MASTERPLAY

**BEST PC ARCADE/ACTION GAME**  
TONGUE OF THE FATMAN — ACTIVISION

**BEST PC VGA GRAPHICS**  
MEAN STREETS — ACCESS SOFTWARE

**BEST PC EGA GRAPHICS**  
SPACE QUEST III — SIERRA ON-LINE

1989

VIDEOGAME AWARDS

**VIDEOGAME OF THE YEAR**  
MEGA MAN 2 — CAPCOM

**BEST SPORTS VIDEOGAME**  
TECMO BOWL — TECMO

**BEST STRATEGY VIDEOGAME**  
NOBUNAGA'S AMBITION — KOEI

**BEST FANTASY ROLE-PLAYING VIDEOGAME**  
ULTIMA — FCI

**BEST ARCADE/ACTION VIDEOGAME**  
BIONIC COMMANDO — CAPCOM

**BEST MARTIAL ARTS VIDEOGAME**  
NINJA GAIDEN — TECMO

**BEST 16-BIT VIDEOGAME**  
GHOULS AND GHOSTS — SEGA

**BEST SEGA MASTER SYSTEM GAME**  
WONDER BOY III — SEGA

**SPECIAL VIDEOGAME ACHIEVEMENT**  
ATARI LYNX — ATARI/EPYX

**BEST COMPUTER-CONVERSION VIDEOGAME**  
SHADOWGATE — KEMCO-SEIKA

**BEST VIDEOGAME GRAPHICS**  
MAGIC OF SCHEHEREZADE — CULTURE BRAIN

**BEST VIDEOGAME INNOVATION**  
NOBUNAGA'S AMBITION — KOEI



## PC GAME AWARDS

**SPECIAL PC ACHIEVEMENT AWARD**  
REALSOUND — ACCESS SOFTWARE

## OTHER COMPUTER AWARDS

**BEST AMIGA GAME**  
DUNGEON MASTER — FTL

**BEST MACINTOSH GAME**  
COSMIC OSMO — ACTIVISION

**BEST COMMODORE 64 GAME**  
NEUROMANCER — INTERPLAY

## VIDEOGAME AWARDS

**BEST FAMILY GAME**  
DUCKTALES — CAPCOM

**BEST GAME BOY GAME**  
TETRIS — NINTENDO

# GAME — EXCELLENCE AWARDS

## PC EXCELLENCE AWARDS

Archipelagos (Fanfare/Britannica)  
Chessmaster 2100 (Software Toolworks)  
The Colony (Mindscape)  
Curse of the Azure Bonds (Strategic Simulations)  
Echelon (Access)  
The Faery Tale Adventure (Microillusions)  
Genghis Khan (Koei)  
Gold Rush (Sierra)  
Hardball II (Accolade)  
Hidden Agenda (Springboard)  
Hole-in-One Miniature Golf (DigiTek)  
Indiana Jones: The Graphic Adventure (Lucasfilm)  
Jet Fighter: The Adventure (Velocity)  
John Madden Football (Electronic Arts)  
Kings of the Beach: Professional Beach Volleyball (Electronic Arts)  
Manhunter 2: San Francisco (Sierra)  
Microsoft Flight Simulator (v.4) (Microsoft)  
Nemesis: Go Master (Toyogo)  
Neuromancer (Interplay)  
Red Storm Rising (MicroProse)  
Rommel (SSG)  
Search for the Titanic (Capstone/Intracorp)  
Steel Thunder (Accolade)  
Sword of Aragon (Strategic Simulations)  
'Vette! (Spectrum Holobyte)  
Wayne Gretzky Hockey (Bethesda Softworks)  
Where in Time Is Carmen Sandiego? (Broderbund)  
Windwalker (Origin)

## VIDEOGAME EXCELLENCE AWARDS

Adventures of Lolo (Hal America)  
Arnold Palmer Golf (Sega)  
Bad Dudes (Data East)  
Bandai Golf (Bandai)  
Baseball Stars (SNK)  
Bases Loaded (Jaleco)  
Blades of Steel (Konami)  
Blazing Lazers (NEC)  
Dr. Chaos (FCI)  
Dragon Warrior (Nintendo)  
Golgo-13 (Vic Tokai)  
Legendary Axe (NEC)  
Marble Madness (Milton Bradley)  
Milon's Secret Castle (Hudson Soft)  
Rescue: The Embassy Mission (Kemco-Seika)  
Romance of the Three Kingdoms (Koei)  
Strider (Capcom)  
Teenage Mutant Ninja Turtles (Ultra)  
The Three Stooges (Activision)  
Tommy Lasorda Baseball (Sega)  
Where in the World Is Carmen Sandiego? (Sega)  
Wrestlemania (Acclaim)



**AVALON HILL** (booth 302): *Acquire*, a fast-moving jaunt in the world of high finance, for the wheeler dealer in you, for IBM compatibles; *Police Blotter*, a text-and-graphics treat for all fans of detective mysteries and police action, for the Apple II, Macintosh, and IBM compatibles; *WWII Wipeout*, a detailed simulation of combat on the Russian Front, for the Atari ST and IBM compatibles; *Rise and Decline of the Third Reich*, a computer version of the popular board game, for Atari ST; *Legends of the Lost Realm*, sword and sorcery action in the land of Tagor-Dal, for the Macintosh; and *Combots*, a futuristic warfare simulation that lets players design their own robots for battle in outer space, for the Commodore 64, Amiga, Macintosh, and IBM compatibles.

**BANDAI AMERICA** (Nintendo booth, 6032-6054): Games for the NES include *Dragon Spirit: The New Legend*, *Gilligan's Island*, *Dig Dug II*, *Monster Party*, *Bandai Golf: Challenge Pebble Beach*, and, of course, the always popular *Galaga*. *Shooting Range*, for the NES zapper, is a shooting gallery with several different locales. Also, adding to the growing number of titles for the Game Boy is *Hyper Loderunner*.

**BEESHU, INC.** (booth 6321): Beeshu will exhibit its full line of controllers. For the NES, there's the Zinger joystick, Jazz Stick, Ultimate Superstick, Zoomer controller, Wireless Ultimate Superstick, and Zipper controller. Sega controllers include the Viper joystick, Ultimate Superstick, and Zoomer. Atari and Commodore owners can use the Hot Stuff joystick, Zoomer, and Ultimate Superstick, while IBM and Apple users have the Omega Joystick. Also to be shown is the new Gizmo joystick, a controller for the more exacting player. The Dyno-Mouse and the Microsoft mouse-compatible Spinner trackball system are from Beeshu, as well.

**BONDWELL INDUSTRIAL CO.** (booth 6867): The complete line of Bondwell controllers will be on hand, including the QS-126 Joypad; the QS-129N Flightgrip; the QS-130N; and the QS-132, all of which have just recently been officially licensed by Nintendo. Bondwell makes a number of other controllers for the NES, as well as for Sega, Atari, Commodore, MSX, Amstrad, and IBM systems.

**BRITANNICA** (The Flamingo Hilton, by appointment only): For IBM compatibles, there's *Fleet Action*, a "windows-based" naval simulation which allows you to fight famous historical battles, using the entire world as your theater of war. *Revolution '76*, for both the PC and the Apple IIGS, recreates the political, economic, and military climate of colonial America as you fight for independence. *Task Force*, for the Apple IIGS, gives you the job of cleaning up five different U.S. cities, with machine guns and rocket launchers as the tools of the trade.

**CALIFORNIA DREAMS** (booth 6755): In *Blockout* you maneuver three dimensional blocks as they fall into a pit so that you fit the blocks together to form complete layers, which then disappear, and add points to your score. *Street Rod* allows you to choose among 25 different classic hot rods from a Deuce Coupe to a Stingray and, after customizing various features, go out street racing in your chopped, channeled, and ported monster. Both these games are for IBM compatibles. *Tunnels of Armageddon*, for the Apple IIGS, puts you in a futuristic race through an underground network of tunnels, in 20 increasingly difficult stages, to disarm a doomsday device.

**CAPCOM USA** (Nintendo booth, 6032-6054): For the NES, games include *Adventures in the Magic Kingdom* and *Code Name: Viper*, where you hunt down an evil drug lord in South America. *Willow*, from the Disney film of the same name, will also be demonstrated. For the PC, there will be *Pocket Rockets*, a motorcycle racing game with a choice of four different high-performance bikes; *Cabal*, a search and destroy scenario based on the popular arcade game;



T.V. Sports: Football - Cinemaware

and *Forgotten Worlds*, an arcade action space adventure with multi-dimensional graphics.

**CINEMAWARE** (Electronic Arts booth, 6427): *T.V. Sports: Football* takes you inside pro football to play against a fellow fan, against the computer by yourself, or with another player against the computer, and the game is for the Amiga, Atari, and IBM compatibles. For the same computers are *T.V. Sports: Basketball* and *T.V. Sports: Baseball*, both with all the variety, color, and action of their football counterpart. *Wings* is an exciting WWI flight simulator for the Amiga, Atari, and IBM compatibles that takes you right to the beginning of aerial warfare. *Brainblasters* is actually two games in one package: *Deflektor* challenges you to complete an optical circuit with various laser components, while *Bombuzal* requires disarming different types of bombs located on tiles that may be ice-covered, randomly disappearing, or prone to spinning wildly, available on the Amiga, C-64, Atari, and IBM compatibles.

**COLOR DREAMS** (booth 6010): Games for the NES now available and to be released soon will be demonstrated. They include *Captain Comic*, an action adventure with thrills and humor; *Baby Boomer*, a shooting gallery game where the object is to protect a baby as he crawls through different locales; *Crystal Mines*, in which you operate a remote control robot searching for treasure deep inside a planet; *Raid 2020*, an anti-drug adventure where you play a crime-busting secret agent; and *P'radikus*, which features interstellar action against invading alien forces.

**COSMI** (Hospitality suite at Tropicana): Introducing *Top 10 Solid Gold*, a compilation of ten favorite IBM games from the past, including *Defcon 5* and *Super Huey*.

**CSG IMAGESOFT** (Nintendo booth, 6032-6054): In addition to the popular *Super Dodge Ball*, CSG will be previewing its highly-rated adventure-strategy game *Solstice* — this epic duel between two magicians, fought out in 252 rooms, comes with 3-D visuals and sophisticated sound effects. Also: *Super Sushi Pinball*, "for pinball players with an appetite for good games"; *Super Rescue*, a game designed for younger players which involves the rescue of people and animals from perilous situations; and the NES adaptation of the animated arcade classic *Dragon's Lair*. Also being shown, an as-yet-unnamed soccer game for the Game Boy system.

**CULTURE BRAIN** (Nintendo booth, 6032-6054): Will be exhibiting a quartet of games: the colorful Oriental fantasy *Magic of Scheherazade*, *Baseball Simulator 1000*, a martial arts epic entitled *Flying Dragon*, and *Kung-Fu Heroes*, its two-player martial arts game suitable for younger players.



# Stick it



# in your ear

For all the sounds you hear when you're playing a game, there are probably as many you don't. Our engineers tell us it isn't so much a reflection on your ears as it is on your computer. They also tell us it's easily corrected.

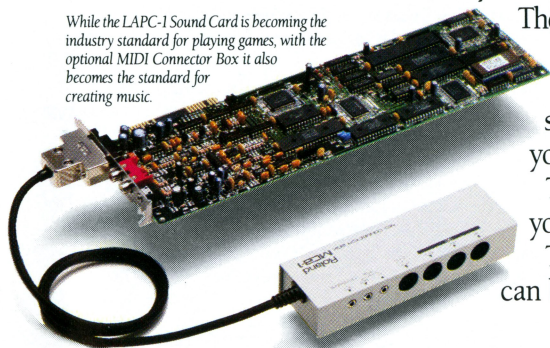
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System Requirements: IBM-PC/XT/AT or compatible, minimum 256k RAM



**DATA EAST** (Nintendo booth, 6032-6054): Will be concentrating on NES games, such as the super-popular arcade hit *Heavy Barrel*, an NES conversion of the successful PC game *Battle Chess*, a wild and woolly space adventure entitled *Dash Galaxy in the Alien Asylum*, and *Al Unser's Turbo Racing*, a sports car simulation.

**DYNAMIX** (Activision booth, Riviera 7126): Introducing Amiga versions of *David Wolf*, *Secret Agent* and *A-10 Tank Killer*, with several new combat modules for the latter. New products debuting include a futuristic interactive adventure called *Bladehunter: Eyes of the Dragon*, and *Red Baron*, a World War I flight simulator with VGA graphics (both for Amiga and IBM formats).

**ECLECTIC** (booth 6340): Is showing an improved version of its Pro-Play Home Arcade, with a graphics package and easier-to-assemble design, available for the Sega Genesis system as well as Nintendo. They will also display the Pro-Play Action Center which provides game collectors with organization and storage facilities in a sleek high-tech package. Doc's High Tech Game Products is showing new game-cleaning and repair products.

**ELECTRONIC ARTS** (booth 6427 and a trailer outside West Hall): EA is demonstrating five new IBM games. Shred snow and thrash your opponent in the fast-moving snowboard simulation *Ski or Die*. Create and customize the ideal golfer in *PGA Tour Golf: The*



Populous - Electronic Arts

*Computer Simulation*, then play championship courses in 3-D graphics. Kick-boxing, complete with every conceivable kind of dirty move, comes alive in *Low Blow*. Try the hottest tilt-rotor combat helicopter in the free world's arsenal in *Osprey*. Or try your hand at ruling the Roman Empire in the historically accurate political strategy game *Caesar* — there's even a scenario for seducing Cleopatra. Other hits on display include the critically acclaimed *Populous* (IBM version), the game which lets you play God; *Budokan*, a complete martial arts training school in one program; and the delightful sequel to a classic space opera game *Starflight 2*.

**FCI** (Nintendo booth, 6032-6054): Will be offering peeks at some rather exciting new games: *Ultima II: Quest of the Avatar* and *W.C.M. (World Championship Wrestling)* which features 12 wrestlers (each with his own special moves); is playable against five human opponents or a computer opponent; and includes tag-team scenarios. Also on display: *Phantom Fighter*, a martial arts game with elaborate strategy elements as well as the usual slash-and-dash action, and *Boxel*, a 180-screen puzzle game for the Game Boy format. Perhaps most exciting of all, FCI has acquired the license to all the *Dungeons & Dragons* games for Nintendo, and will issue *Heroes of the Lance* in 1990.

**FINAL FRONTIER** (Electronic Arts booth, 6427): Will be exhibiting *Space M+A+X*, a space station construction simulation, for IBM compatibles.

**GAME PLAYERS** (booth 6527): *Game Player's: The Leading Magazine of Video and Computer Entertainment*, a full-color monthly magazine covering the entire range of electronic gaming, including Nintendo, Sega, Atari, Sega Genesis, and NEC videogame systems, plus entertainment software for IBM-compatible, Commodore 64/128, Amiga, and other computers. *Game Player's* is published by Signal Research, an independent magazine and book publishing company. Signal Research also publishes bimonthly *Game Player's Guides* for Nintendo games and IBM-compatible games, and produces *Game Tapes*, VHS video tapes that provide playing hints for popular Nintendo videogames.

**GAMETEK** (Nintendo booth for NES products, 6032-6054; booth 6739 for software): NES games include some very popular quiz show titles such as *Hollywood Squares*, *Double Dare*, *Wheel of Fortune*, *Family Edition*, and *Jeopardy: The 25th Anniversary Edition*. Children's NES games include two Fisher-Price titles. Floppy-disk games (all formats) include the same roster of quiz shows, in addition to such traditional favorites as *Sorry!*, *Pay Day*, and *Advance to Boardwalk*. Kids' floppy games include *My Grand Piano*, *School Bus Driver*, and Fisher-Price's *Firehouse Rescue*.

**HAPP CONTROLS** (booth 6700): Will be showing a new replacement NES joystick and another new joystick design for the Sega system.

**HAL AMERICA** (Nintendo booth, 6032-6054): Will be showing a new, as-yet-untitled, aerospace adventure game imported from Japan and modeled on the popular *Air Fortress*. The long-awaited super pinball game *Rollerball*, *Lolo 2*, and two new Game Boy programs (*Revenge of the Gator* and *Shanghai*) are also featured.

**HIGH TECH EXPRESSIONS** (Nintendo booth for NES products, 6032-6054; PC software displayed in booth 6927): Following their success with *Sesame Street 1-2-3* and *Sesame Street A-B-C*, the first Nintendo games designed for pre-schoolers, Hi Tech Expressions will be debuting *Big Bird's Hide and Speak*, the first real "talking game" for NES; an animation program entitled *The Looney Tunes Cartoon Maker*; and a full-blown role-playing game for younger players called *Robin Hood: Adventures in Sherwood Forest*. For older players, there will be *ORB-IT*, the first stereoscopic 3-D Nintendo game; *War In Middle Earth*, an epic adventure based on the Tolkien trilogy; and *The Hunt for Red October*, which puts the player in command of a nuclear-powered submarine for a deadly game of hide-and-seek. NES programs oriented toward the whole family include the popular TV quiz show *Win, Lose, or Draw*, *The Chessmaster*, *Remote Control* (based on MTV's popular rock-trivia show), *Fun House* (based on the successful TV kids' show) and *Jim Henson's Muppet Adventure: Chaos at the Carnival*, featuring Kermit, Miss Piggy, and all the gang.

**HOT-B USA** (Nintendo booth, 6032-6054): Introduces a fishing simulation entitled *The Black Bass*, "a fishing game for real fishermen." Other products to be announced.

**HUDSON SOFT** (Nintendo booth, 6032-6054): Debuting is a "top of the line" 12-stage space action adventure game entitled *Xexyz*, along with the delightful kids-of-all-ages fantasy game *Princess Tomato in the Salad Kingdom*, in which all the role-playing characters are vegetables. Also being shown is a game tentatively titled *Hudson's Space Adventure*. Additionally, a new controller pad, the Joycard Sansui S.S.S. will be demonstrated. This multi-capability device can "rapid-fire" at the rate of 15 shots per second, eliminates TV noise, and is stereo headphone-ready.



**IDG** (Mindscape and Electronic Arts booths): IDG converts Sega game titles (both arcade and home entertainment system formats) into other, non-Sega formats. These conversions are in turn distributed by other software firms. Seven are distributed by Mindscape (*Space Harrier*, *Alien Syndrome*, *Out Run*, *After Burner*, *Action Fighter*, *Shinobi*, and *Thunderblade*); Electronic Arts distributes *Turbo Out Run* and *Altered Beast*.

**INFOCOM** (Activision booth, Riviera 7126): Showing *Circuits Edge*, a graphically rich science fiction role-playing adventure set in the exotic, crime-ridden world of Budayeen (for IBM and compatibles).

**INTERPLAY** (Activision booth, Riviera 7126): Featured will be an elaborate and somewhat off-beat fantasy role-playing epic entitled *Dragon Wars* (for IBM compatibles and Apple IIe). Also being shown is a VGA version of *BattleChess*. Other titles and conversions to be announced.

**INTERSTEL** (Electronic Arts booth, 6427): Displaying the Amiga version of *D.R.A.G.O.N. Force*, its tactical war game, and a science fiction adventure text game entitled *At Earthrise*. Interstel is also announcing but not displaying *Empire* conversions for the Macintosh and the Apple, *Empire II* for the IBM, and *Witch World* for both IBM and Amiga.

**INTRACORP** (Riviera booth 7622): Headlining the exhibit will be an IBM version of a game based on Tom Clancy's best-selling novel *The Cardinal of the Kremlin* combining high-tech weaponry and covert strategy. It will be available in CGA/EGA and VGA graphics with RealSound audio effects. For the C-64, there will be *Security Alert*, a real-time, fully-animated adventure that pits the player against the latest high-tech security systems in capers ranging from jewel heists to espionage missions. The C-64 version of *Millennium Warriors* offers battle action from six different eras, including the Stone Age, the Wild West, and the Middle Ages.



*Astyanax* - Jaleco

**JALECO** (Nintendo booth, 6032-6054): On display will be five new NES games and one for the Game Boy format. Headlining is a sequel to the popular *Bases Loaded*, entitled *Bases Loaded II: Second Season*, which includes full-season play leading to a championship series along with a new player-performance system designed to realistically replicate the streaks and slumps of real ballplayers. *Astyanax* is a highly challenging game somewhat akin to *Ninja Gaiden*, with mazes, dangerous castles to explore, and both vertical and horizontal scrolling. *Taro's Quest* is a fantasy role-playing game

in the same general vein as *Dragon Warrior*, with a decidedly Oriental flavor, in which the player gets to control two players and must switch back and forth between them to complete the various quests. Novelty is also a key feature of *Pinball Quest*, a combination pinball and role-playing game. Adapted from the hugely popular Lucasfilm computer games is *Maniac Mansion*, a role-playing game with a bizarre sense of humor, like a cross between *The Rocky Horror Picture Show* and *The Addams Family*.

**KEMCO-SEIKA** (Nintendo booth, 6032-6054): *Shadowgate*, *Rescue: The Embassy Mission*, *Rocket Ranger*, and *Snoopy* are featured along with *The Bugs Bunny Birthday Blowout*, released in conjunction with the 50th anniversary of Bugs Bunny. For the Game Boy, *The Bugs Bunny Crazy Castle* and *Heart Attack*, a maze game involving avoiding a bouncing ball within the maze.

**KOEI** (Nintendo booth, 6032-6054): Will be displaying its impressive NES conversions of three classic PC games: *Nobunaga's Ambition*, *Romance of the Three Kingdoms*, and *Genghis Khan*. Destined to equal these three classics in popularity is Koei's new PC title, *Bandit Kings of Ancient China*, which will also be on view (along with a new Amiga conversion of *Romance of the Three Kingdoms*).

**KONAMI** (NES products, Nintendo booth, 6032-6054; hand-held games and PC software, booth 6745): Nintendo games shown include *Super C*, *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*, *Blades of Steel*, *Track and Field II*, *Double Dribble*, and *Contra*. On display are a number of PC conversions of Nintendo hits, including *Castlevania*, *Double Dribble*, and *Blades of Steel*. Hand-held video games include: *Bottom of the Ninth*, *Adventures of Bayou Billy*, *Double Dribble*, *Top Gun*, *Skate or Die*, and *Teenage Mutant Ninja Turtles*. Konami is also showing several new Game Boy titles such as *NFL Football* and *Castlevania —The Adventure*.

**KRAFT** (Hospitality suite at Marriott Suites): Is showing the new Kraft KC30 joystick, which brings desktop control to computer input but is still easy to hold (compatible with Apple IIc, IIe, IIfx, and IBM PC, XT, AT, PS/2, and compatibles). Also, the Thunderstick, designed for use on IBM-compatibles. The Thunderstick is perfect for action simulation and arcade games with a contoured handle and ergonomic design. Other products shown include the Trackball mouse and a multispeed programmable two-port game card.

**KYODAI** (Broderbund suite at Alexis Park Hotel): Is showing *Psychic War* and *The Murder Club*, American conversions for IBM and Tandy compatibles of highly regarded Japanese PC games. Also on view, a new adventure game entitled *The Curse of Babylon*.

**LJN TOYS, LTD.** (Nintendo booth, 6032-6054): LJN will be displaying its hottest NES titles (*Back to the Future*, *Who Framed Roger Rabbit*, and *NFL Football*). In addition, there will be first looks at some hot products for 1990: *Nightmare on Elm Street* (based on the hugely successful saga of Freddy Krueger), *Pictionary* (a video sketching and drawing program, suitable for all ages), *Back to the Future II* (based on the hit sequel), and *The Punisher* (licensed from Marvel Comics). Another Marvel character, *Spiderman*, will star in his own Game Boy cartridge.

**LUCASFILM** (Electronic Arts booth, 6427): Now showing the graphically rich *Loom*, a unique game concept which dispenses with text commands and menus, and instead relies on icons and music; the Spitfires and Messerschmitts dogfight vividly in the epic military simulation *Their Finest Hour*, both for IBM compatibles. Also showing: *Pipe Dream*, the addictive and fast-paced spatial strategy game, and new Amiga and Atari ST conversions of the popular *Maniac Mansion*, while the IBM version has been revamped with improved graphics and sound.



**MEDALIST INTERNATIONAL** (booth 6735): With its Paragon label, MI will be showing a new X-Men adventure game (for C-64 and PC) entitled *X-Men: Madness in Murder World*; and a PC version of another Marvel Comic hit, *Punisher*, an action-strategy game. Also on view: *MegaTraveler*, a space opera role-playing adventure. Under the MicroPlay label, there will be a game (for PC, Amiga, C-64, and Atari ST) called *Weird Dreams*, intriguingly described as "a graphic adventure within the mind itself," along with a hard-driving race game entitled *Stunt Track Racer* (Amiga, ST, PC, and C-64). For players who like their racing two-wheeled, there's *RVF Honda* (PC format), a Formula One motorbike racing game. In the arcade genre, there's a new version of the classic alien-extinction game *Xenophobe*, for PC, Amiga, and C-64. Other titles (all formats), include *Midwinter* (a futuristic strategy game), *Starlord* (as the name implies) and *3-D Pool*.

**MATTEL** (Nintendo booth, 6032-6054): Mattel's Power Glove, a unique Nintendo accessory, will be on display as well as new Nintendo games.

**MICROILLUSIONS** (TBA): Introducing its new line of Hanna Barbera PC games, including *The Jetsons*, *Johnny Quest*, *Scooby Doo*, and *The Flintstones*. Also *Space Waste*, a scrolling arcade action game; *Laser Squad*, a strategy game, both for the Amiga and Atari ST; and the intriguingly titled *Dr. Plummet's House of Flux*, for the Amiga.

**MICROPROSE** (booth 6735): Create a financial empire in the style of the great 19th-century robber barons with the new *Railroad Game*. Also showing hot new titles *M1 Tank Platoon* and *Sword of the Samurai*; all games are available for IBM compatibles.

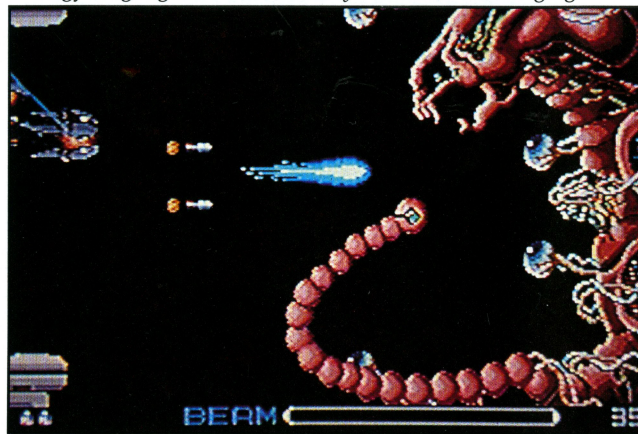
**MILES COMPUTING** (booth 6427): Will be showing a new PC version of *Fool's Errand*, a puzzle-quest game with a Renaissance setting and 14 treasures to be found. Also on view: *Living Jigsaws* (IBM), an animated puzzle game with six to 246 pieces; *Aquanaut* (Amiga and ST), an underwater role-playing game featuring mermen; and a free-form brain-teaser puzzle game for PC format called *Puzzle Gallery*.

**MILTON BRADLEY** (Nintendo booth, 6032-6054): New Nintendo games for 1990 include *Cabal*, based on the arcade hit, and *Time Lord*, a time travel adventure. In the military game *Cabal*, you must fend off attacks from land, air, and sea using an assault rifle and hand grenades. In *Time Lord*, you travel through the past and future to track down the evil force threatening to change the course of history.

**MINDCRAFT** (TBA): Mindcraft will be exhibiting all available versions of its successful fantasy role-playing game, *The Magic Candle*. In addition, a preview of *The Keys to Maramon*, an action-packed adventure in the world of the Magic Candle, featuring nighttime arcade style action and daytime strategic role-playing.

**MINDSCAPE** (Nintendo booth for NES products, 6032-6054; trailer outside West Hall for PC products): New PC titles include *Sport Bike* (Amiga and IBM compatibles), a motorcycle riding simulation by the designer who did *Fiendish Freddy*; and *Guns and Butter* (IBM compatibles and Macintosh), a strategic-economic game by Chris Crawford, designer of the classic *Balance of Power*. Nintendo games include *Mad Max*, *Road Blasters* (smash-and-blast car action games), and *Infiltrator*, a combined air-ground combat game. Format conversions include an IBM version of *Deja Vu II: Lost in Las Vegas*, and *Star Trek V* for the Macintosh, Amiga, and Atari ST.

**NEC** (booth 6405): The entire current line of games for the new NEC 16-bit game machine is on display in several categories: adventure, role playing, sports, action/arcade, shooting, and strategy. Highlights include *Military Madness*, a challenging



R-Type - NEC

strategy game that has become a big hit abroad; *Deep Blue*, a "shooter" with beautiful underwater graphics; *Victory Run*, one of the most elaborate driving simulations ever released; *Dungeon Explorer*, a big-scale role-playing game based on classic game themes; *Fighting Street*, a martial arts epic that takes full advantage of the 16-bit machine's graphics; and *Galaga '90*, which updates one of the all-time great arcade classics.

**NEW WORLD COMPUTING** (Electronic Arts booth, 6427): Exhibiting *King's Bounty*, an action-packed fantasy adventure with four continents to explore, dozens of castles to besiege, and lots of cities to sack, for the Apple II. Also *Nuclear War*, in which the player tries to lead his country to global supremacy while fending off nuclear strikes, propaganda attacks, and some odd perils such as space aliens and 16-ton weights, for the Amiga. IBM compatible versions of both these games will be available later in 1990. The popular *Might and Magic* gains a sequel with *Might and Magic II: Gates to Another World*, presently available for the Apple II, the C-64, and IBM compatibles, and soon to be released for the Amiga and Macintosh.

**NEXOFT** (Nintendo booth, 6032-6054): Is showing a Nintendo conversion of the PC mega-hit *Wizardry*, one of the more complex NES games of the season. Also displayed will be *Faria: A World of Mystery and Danger*, an action role-playing game with a female protagonist described as "a cross between *Zelda* and *Dragon Warrior*." For the Game Boy system, there is *Penguin Wars*, a one- or two-player strategy game, and *Ishido: The Way of the Stones* (also available in PC format), an interesting variation on the ancient and honorable game of Go which should appeal to all ages. Also on display are new accessories for the Game Boy and its peripherals, and a new collection of Mario greeting cards.

**NTVIC** (Nintendo booth, 6032-6054): Featured for the NES system will be *Isolated Warrior*, a 3-D fighting and strategy game with "surround sound" in which the player assumes the role of Max Maverick, climbs into a mobile battlesuit unit, and combats a host of deadly alien menaces. Also on display, for the Game Boy system, is a realistic war simulation called *Power Mission*. In this game, the player wages anti-submarine warfare through ten levels of increasing difficulty — and the enemy gets stronger with every stage. Pinball wizards will delight in *Rock'n'Ball*, a "group-pinball" game with seven characters, each with his or her own style of play.



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**NINTENDO OF AMERICA** (booths 6032-6054): Nintendo is featuring a wide variety of new and upcoming games for the Nintendo Entertainment System and the Game Boy portable system. The large Nintendo exhibit also includes many booths of independent licensees who sell Nintendo game cartridges (licensees are listed separately in this guide).

**OMNITREND** (Computer Software Service booth): Showing *Breach 2*, the sequel to one of the most popular games of futuristic combat ever developed for the PC market, and *Universe III*, a graphics adventure game that is the climax of the hugely popular *Universe* trilogy.

**ORIGIN SYSTEMS** (trailer outside West Hall, next to Chateau Vegas Restaurant): On display will be *Ultima VI*, the latest addition to the enormously popular *Ultima* series of fantasy role-playing games, being released for IBM compatibles with an Apple version to be released in the fall of 1990; and *Bad Blood*, a post-apocalypse role-player (with some arcade action), designed by the author of *Times of Lore*, available for both IBM compatibles and the C-64.

**PARKER BROTHERS** (TBA): Introducing *Trivial Pursuit: The Computer Game*, a lively animated version of the famous board game, for IBM compatibles. For Nintendo, *Heavy Shredder*, a snowboarding sports action game based on the fastest growing winter sport in the world.

**ROLANDCORP US** (Sierra On-Line suite in the Aladdin Hotel [by appointment only] and the MicroProse booth, 6735): Featuring computer music products which provide a complete music creation environment. The CM-64 LA/PCM Sound Module and CM-32P PCM Sound Module provide an extensive selection of sampled and synthesized sounds. For IBM PC users, Roland offers the LAPC-1 LA Sound Card, MPU-IMC Micro Channel Interface, and MCB-1 MIDI Connector Box. Roland's CN-20 Music Entry Pad enables realtime note entry and editing of MIDI events; the CF-10 Digital Fader is a MIDI mixer; and the CA-30 Intelligent Arranger features auto-arranger functions so anyone can improvise with sophisticated automated accompaniment in numerous musical styles.

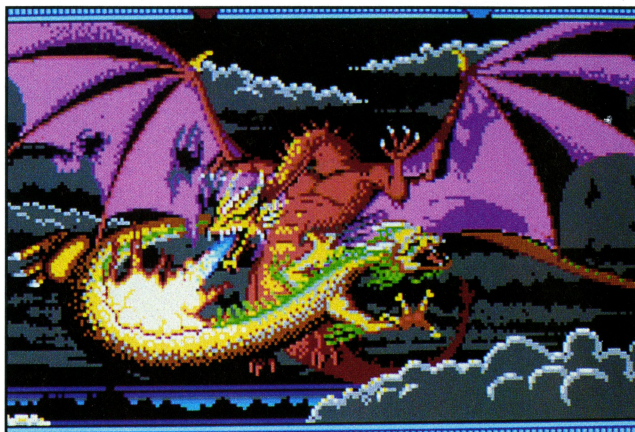
**ROMSTAR** (Nintendo booth, 6032-6054): Featuring *Twin Eagle* and *Championship Bowling* and introducing *World Bowling* and *Rally Bike*.

**SEGA** (booth 6433-6454): Featuring the Sega Genesis 16-bit game system and the Sega 8-bit Master System and a wide variety of games for both, including the premiere of *Phantasy Star II* for Genesis.

**SETA USA** (Nintendo booth 6032-6054): Nintendo titles include *Adventures of Tom Sawyer*; *Castle of Dragon*, in which a princess is kidnapped by a dragon and awaits rescue by a knight; and *F-1 Built to Win*, Formula One racing starting with a small car and improving it as you win prize money. For Game Boy, *Q-Billion*, a puzzle game of moving blocks, for one or two players.

**SHAREDATA** (trailer outside West Hall): For IBM compatibles, *Nemesis: The Go Master*, based on the ancient Oriental strategy board game and *Rollergame* based on the popular Roller Derby will be featured. For Nintendo, *Chiller*, a shoot-em-up NES game will be displayed.

**SIERRA ON-LINE** (Aladdin Hotel, by appointment only): Among the titles to be shown are *The Colonel's Bequest*, a new murder-mystery from Roberta Williams; *Conquests of Camelot*, an adventure game based on King Arthur and the Knights of the Round Table;



*Champions of Krynn* - SSI

*Sorcerian*, a bestselling Japanese role-playing game; and *Code Name: Iceman*, a nuclear submarine simulation, both for IBM compatibles and the Atari ST.

**SNK** (Nintendo booth 6032-6054): Among the games from SNK are *P.O.W.*, *Baseball Stars*, and a preview of *Ikari III: The Rescue*.

**SOFEL** (Nintendo booth, 6032-6054): Showing *Casino Kid*, a game with the excitement of a gambling casino in which interesting characters give gambling tips in a casino maze, while you pursue blackjack and poker tables. Introducing *Wall Street Kid*, a simulation game with goals, rewards, failures, and achievements, and real life situations such as dating, shopping, and buying homes and cars. Both games are for NES.

**SOFTWARE TOOLWORKS** (Mindscape trailer outside West Hall): Announcing the release of *Bruce Lee Lives* for IBM compatibles featuring extraordinary graphics and "true motion picture software," it is the only martial arts game authorized by the Bruce Lee estate. Also showing *Chessmaster 2100*, now available for Macintosh, as well as *Cribbage King/Gin King* for the Mac.

**SPORTTIME** (Broderbund suite at Alexis Park Hotel): Introducing new conversion formats and several new option modules for its Omni-Play Series of sport simulation games. For the *Omni-Play Horse Racing* game, the *Jockey Competition*, *Stable Owners*, *Track 2*, and *Track 3* modules will be introduced as well as new format conversions for the Commodore 64/128 and Amiga. *Omni-Play Basketball*, originally in Amiga and C-64 versions, adds an enhanced IBM/Tandy conversion offering new features and option modules. Both *Horse Racing* and *Basketball* are now available on Commodore C-64/128, Amiga, and IBM/Tandy.

**SQUARE SOFT** (Nintendo booth, 6032-6054): *Rad Racer II*, the sequel to *Rad Racer*, with advanced features and graphics; and for the Game Boy, *The Great Warrior SAGA*, a first generation role-playing game.

**STRATEGIC SIMULATIONS, INC.** (Electronic Arts booth, 6427): Featuring *Champions of Krynn*, the newest Advanced D&D computer fantasy role-playing game. It uses an improved version of the game system found in the award-winning games *Pool of Radiance* and *Curse of the Azure Bonds* (for IBM PC and Commodore 64/128). Also shown is *Second Front: Germany Turns East*, an exciting WWII division-level strategic war game programmed exclusively for 16-bit computers (for IBM PC and later on Amiga).



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**SUBLOGIC** (Continental Hotel, by appointment only): *Flight Controls I* provides the tactile feedback of a real aircraft control yoke, for IBM and Tandy compatibles, Amiga, and Apple II. *Hawaiian Odyssey* Scenery Adventure is an enhancement scenery disk that can be used with all SubLOGIC flight simulation products. *Flight Simulator: A.T.P.* (Airline Transport Pilot), for IBM and Tandy compatibles, puts you at the controls of a Boeing 737, 747, 767, or Airbus A300 jet airliner with four flight modes and exact specifications for each facet of your flight. *UFO*, for IBM and Tandy compatibles, Amiga, and Atari ST, lets you control an advanced high-performance spacecraft capable of aerodynamic and quantum flight.

**SUNCOM** (booth 6627): Featuring Mother Ship, a new joystick with an aircraft-style grip and a top fire button. Original Nintendo controller slides into the Mother Ship and the unit then maximizes sensitivity and overall control. Also demonstrated is the Analog joystick series featuring high performance IBM and Apple joysticks with injected resistor technology and a new track ball for IBM.

**SUNSOFT** (Nintendo booth, 6032-6054): For Nintendo, *Super Spy Hunter* has the same premise as the original version, but includes much more detail; *Operation SSS*, an action shoot-em-up; and *Batman*.

**TAITO** (booth 6715): New for Nintendo, *Demon Sword*, an epic saga of good versus evil where the hero finds missing blades to a broken sword to fight a demon horde; *Target Renegade*, the street-fighting sequel to *Renegade*; *Wrath of the Black Manta*, an action adventure where the Black Manta uses special powers to search world cities for kidnapping victims; and *Dungeon Magic*, a fantasy adventure with clues, three dimensional scrolling, and beautiful graphics. For the Game Boy, *Space Invaders*, based on the blockbuster arcade original; and *Flipull*, a 50-level brain twister with magical cubes.

**TAXAN USA** (Nintendo booth, 6032-6054): Two new games for Nintendo, *8-Eyes*, a journey by a man-and-bird team in search of mysterious gems hidden in castles; and *Burai Fighter* with huge bosses, multiple difficulty levels, multiple endings, massive weaponry, and action at its best.

**TECMO** (Nintendo booth 6032-6054): For NES, *Bad News Baseball* is an action game with cartoon-style graphics and instant closeup, slow motion, and replay; *Ninja Gaiden II*, the continuing saga of Ryu and Irene with new bosses, 10 animated storyboards, and 15 special weapons; and *Tecmo World Wrestling*, with 34 wrestling moves, animated closeup action shots, and a recoverable physical energy level.

**TENGEN** (booth 6019): New titles for Nintendo include *Police Academy II*, *License to Kill*, and *RBI Baseball II* which now includes current professional players, their stats, and every major league team. New titles for 16-bit NEC TurboGrafx and Sega Genesis include *RBI Baseball II*, *Xybots*, *Skull and Crossbones*, and *Hard Driving*, a driving simulator. In addition, Tengen has been licensed to do *Afterburner* on NES.

**TITUS** (Hospitality suite at Alexis Park Hotel): Will show accessories and videogame software in addition to these new games for IBM compatibles: *Knight Force*, a quest through 15 levels and 5 eras of magic graphics; *Wild Streets*, a supercop and a black panther team together in a high risk mission; and *Dark Century*, where you control the greatest high-tech tanks in the world.

**TOHO** (Nintendo booth, 6032-6054): New titles for Nintendo include *Circus Caper* and *Godzilla*, *Monster of Monsters*, in which Godzilla is one of the two heroes trying to save Earth.

**TRADEWEST** (Nintendo booth, 6032-6054): *Taboo*, a fortune-telling game, and *John Elway's Quarterback*, a football simulation, both for NES will be exhibited. New for Nintendo's Game Boy is *Double Dragon*, based on the arcade and Nintendo hit.

**TRECO** (Nintendo booth, 6032-6054): Featuring *Atomic Robo-Kid*, an arcade adaptation which preserves the arcade graphics and game "feel," for the Sega Genesis System.

**ULTRA** (Nintendo booth 6745) Two Game Boy titles: *Motocross Maniacs* and *Nemesis*, and two PC conversions of the Nintendo hits *Teenage Mutant Ninja Turtles* and *Metal Gear*. Nintendo games (Nintendo booth) include the hot new submarine simulation *Silent Service*, *Kings of the Beach: Professional Beach Volleyball*, and *Snake's Revenge*. Featured is *Mission Impossible*, based on the durable hit TV show.



Kid Kool - Vic Tokai

**VIC TOKAI** (Nintendo booth, 6032-6054): Is showing *Terra Cresta*, an arcade transfer of a space shoot-em-up game; *The MAFAT Conspiracy*, Golga 13's second adventure; *Kid Kool*, an action game about a sorcerer who pulls a kid into the past to help save a kingdom; *All Pro Basketball*; and *Conflict*, a strategic war game. Also, new for the Game Boy, *Daedalian Opus*, a puzzle game; and *Dweebers*, a maze game.

**VIRGIN MASTERTRONIC** (Hospitality suite by invitation at the Hilton) Featuring *SPOT*, a strategy game featuring the Seven-Up Spot character; *Greg Norman's Shark Attack: The Ultimate Golf Simulator*; and *Risk*, all for IBM, Amiga, and Atari ST; and *Clue Master Detective* for Apple II, IBM, Commodore 64, Amiga, and Atari ST.

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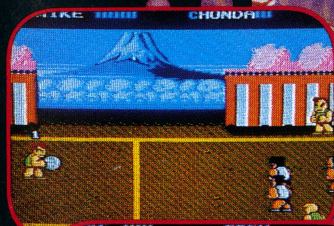
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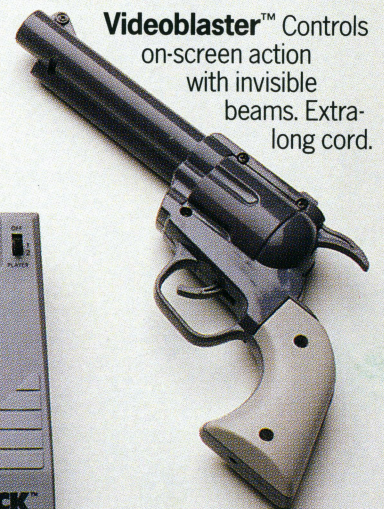
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